

[0234] In the AT, the player is notified of the push order for the game whose winning is complete or incomplete depending on the push order. In addition, AT in which the player is notified of internal winning combination may be adopted. Further, as the advantageous situation for the user, BB, RB, etc., as well as AT can also be adopted if it enables the player to gain a large number of game medium.

[0235] Further, the invention can be applied not only to pinball slot machines as in the embodiments, but also to other types of gaming machines such as a pinball machine.

[0236] As described above, according to the invention, the gaming machine has variable display means for producing various display of a plurality of symbols, front display means being provided in front of the variable display means for enabling a player to see symbols on the variable display means through the front display means, the front display means being capable of displaying various images, internal winning combination determination means for determining an internal winning combination, a plurality of operation means for the player to stop the various display of the variable display means, stop control means for performing stop control of the various display operation of the variable display means based on the determination result of the internal winning combination determination means and operating the operation means, and game medium payout means for paying out game medium to the player if the stop state of the variable display means stopped by the stop control means is a predetermined stop state, and also includes display scaling means for making it possible to scale up or down display on the front display means and/or the variable display means. Thus, a stronger impact is given to the player and as the image is scaled up, sharper display is produced, so that amusement of the gaming machine for the player to enjoy an effect image is still more enhanced and it is made possible for the player to be satisfied with playing a game without getting tired of the game.

[0237] Although only some exemplary embodiments of the invention have been described in detail above, those skilled in the art will readily appreciate that many modifications are possible in the exemplary embodiments without materially departing from the novel teachings and advantages of the invention. Accordingly, all such modifications are intended to be included within the scope of the invention.

[0238] This application is related to co-pending U.S. patent applications entitled "GAMING MACHINE" referred to as Attorney Docket No. SHO-0019, "GAMING MACHINE" referred to as Attorney Docket No. SHO-0020, "GAMING MACHINE" referred to as Attorney Docket No. SHO-0021, "GAMING MACHINE" referred to as Attorney Docket No. SHO-0022, "GAMING MACHINE" referred to as Attorney Docket No. SHO-0023, "GAMING MACHINE" referred to as Attorney Docket No. SHO-0024, "GAMING MACHINE" referred to as Attorney Docket No. SHO-0025, "GAMING MACHINE" referred to as Attorney Docket No. SHO-0026, "GAMING MACHINE" referred to as Attorney Docket No. SHO-0027, "GAMING MACHINE" referred to as Attorney Docket No. SHO-0028, "GAMING MACHINE" referred to as Attorney Docket No. SHO-0029, "GAMING MACHINE" referred to as Attorney Docket No. SHO-0030, "GAMING MACHINE" referred to as Attorney Docket No. SHO-0031, "GAMING MACHINE" referred to as Attorney Docket No. SHO-0032,

"GAMING MACHINE" referred to as Attorney Docket No. SHO-0033, "GAMING MACHINE" referred to as Attorney Docket No. SHO-0034, "GAMING MACHINE" referred to as Attorney Docket No. SHO-0035, "GAMING MACHINE" referred to as Attorney Docket No. SHO-0036, "GAMING MACHINE" referred to as Attorney Docket No. SHO-0037, "GAMING MACHINE" referred to as Attorney Docket No. SHO-0038, "GAMING MACHINE" referred to as Attorney Docket No. SHO-0039, "GAMING MACHINE" referred to as Attorney Docket No. SHO-0040, "GAMING MACHINE" referred to as Attorney Docket No. SHO-0041, "GAMING MACHINE" referred to as Attorney Docket No. SHO-0042, "GAMING MACHINE" referred to as Attorney Docket No. SHO-0043, "GAMING MACHINE" referred to as Attorney Docket No. SHO-0044, "GAMING MACHINE" referred to as Attorney Docket No. SHO-0045, "GAMING MACHINE" referred to as Attorney Docket No. SHO-0046, "GAMING MACHINE" referred to as Attorney Docket No. SHO-0047, "GAMING MACHINE" referred to as Attorney Docket No. SHO-0048, "GAMING MACHINE" referred to as Attorney Docket No. SHO-0049, "GAMING MACHINE" referred to as Attorney Docket No. SHO-0050, "GAMING MACHINE" referred to as Attorney Docket No. SHO-0051, "GAMING MACHINE" referred to as Attorney Docket No. SHO-0052, "MOTOR STOP CONTROL DEVICE" referred to as Attorney Docket No. SHO-0053, "GAMING MACHINE" referred to as Attorney Docket No. SHO-0054, "GAMING MACHINE" referred to as Attorney Docket No. SHO-0055, "GAMING MACHINE" referred to as Attorney Docket No. SHO-0056, and "GAMING MACHINE" referred to as Attorney Docket No. SHO-0057, respectively, all the applications being filed on Oct. 31, 2003 herewith. The co-pending applications including specifications, drawings, and claims are expressly incorporated herein by reference in their entirety.

What is claimed is:

1. A gaming machine comprising:

variable display means for variably displaying a plurality of symbols;

front display means provided in front of the variable display means and configured to enable a player to see at least one of the symbols on the variable display means therethrough, and to display various images;

internal winning combination determination means configured to determine an internal winning combination;

a plurality of operation means with which the player stops the variable display of the variable display means;

stop control means configured to perform a stop control of the variable display of the variable display means based on the determination result of the internal winning combination determination means and on a stop operation of each of the operation means;

game medium payout means configured to pay out a game medium to the player in a case where a stop state of the